

FIG. 3

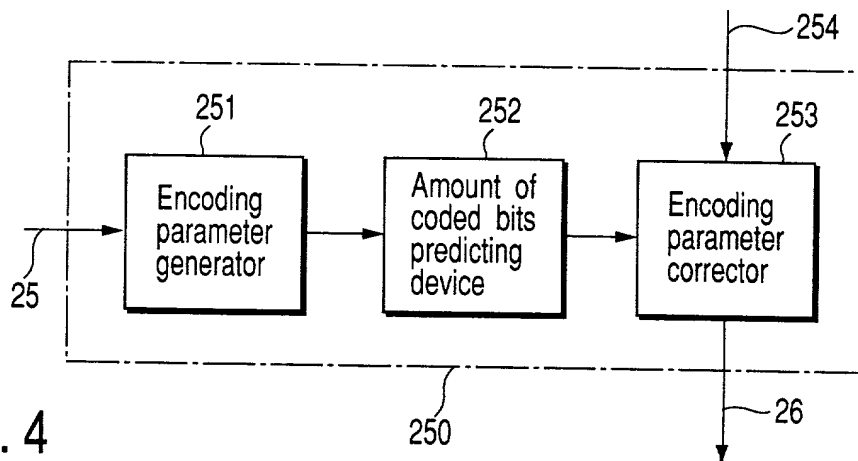


FIG. 4

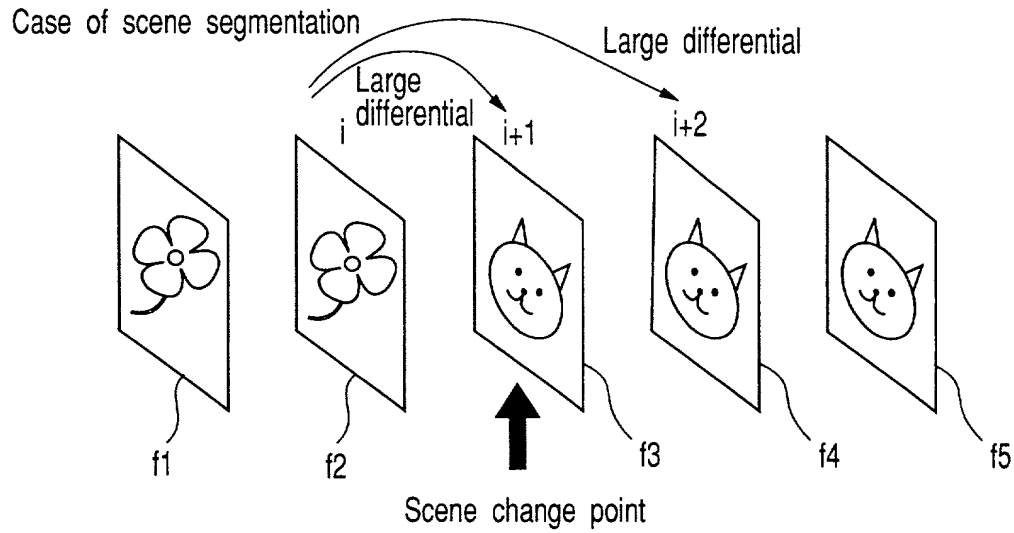


FIG. 5A

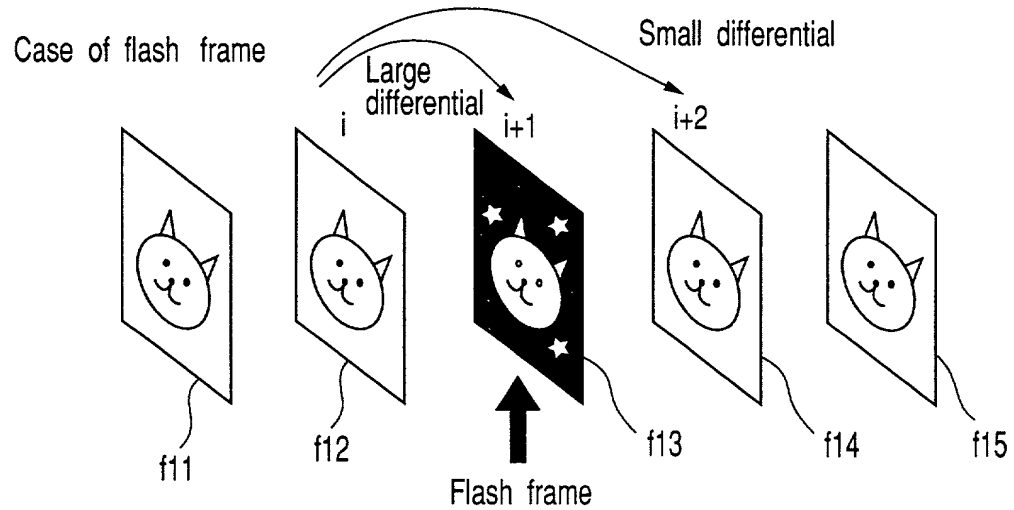


FIG. 5B

Case in which almost no
motion vector is present

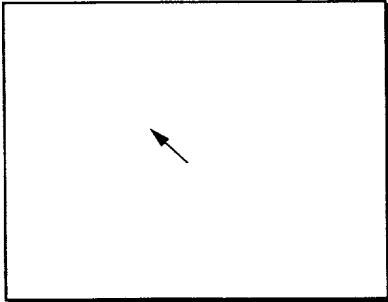


FIG. 6A

Case in which motion vectors
in the same direction/size are
distributed over the entire frame

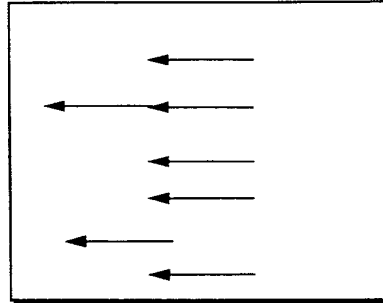


FIG. 6B

Case in which a motion vector
partially located in frame

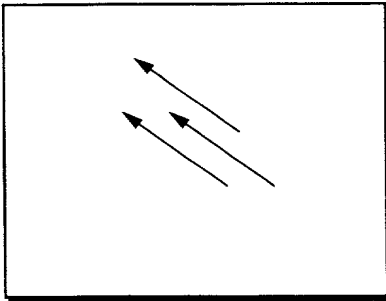


FIG. 6C

Case in which motion vectors
are distributed in a radiation
manner in frame

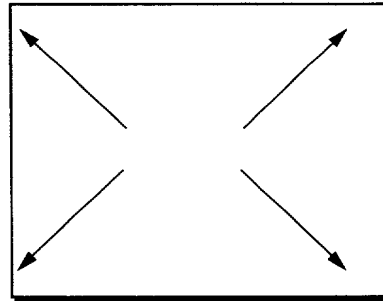


FIG. 6D

Case in which there exists a
larger number of motion vectors
in a frame, and directions are not
uniform

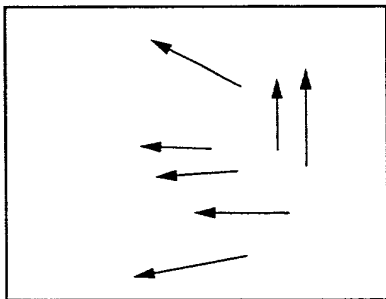


FIG. 6E

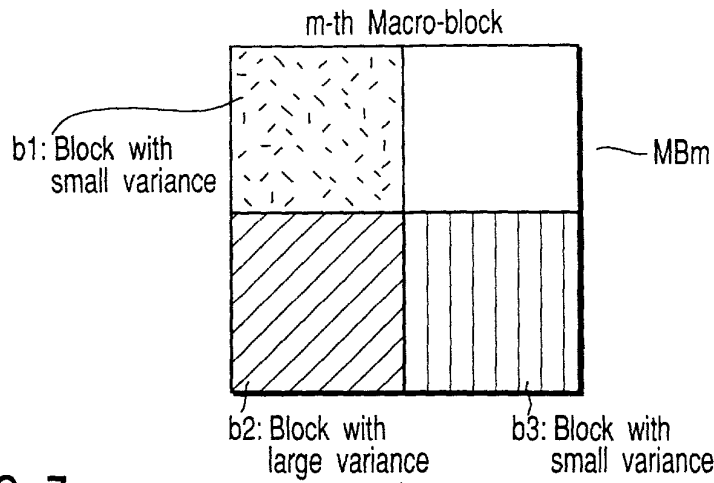


FIG. 7

Macro-block in which a mosquito noise is likely to occur

Amount of coded bits concerning I picture

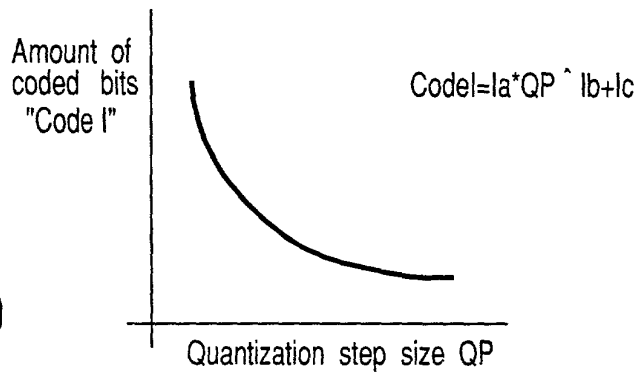


FIG. 9

Amount of coded bits concerning P picture

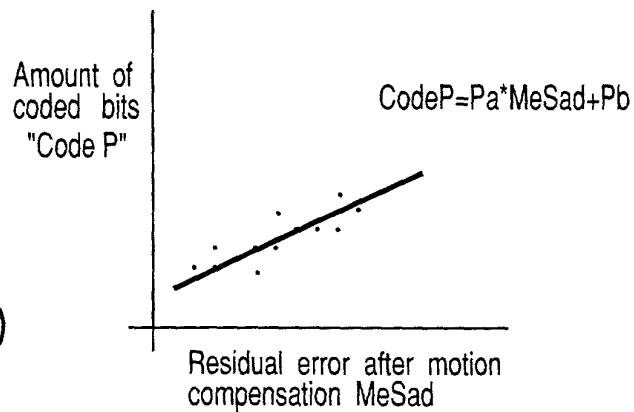


FIG. 10

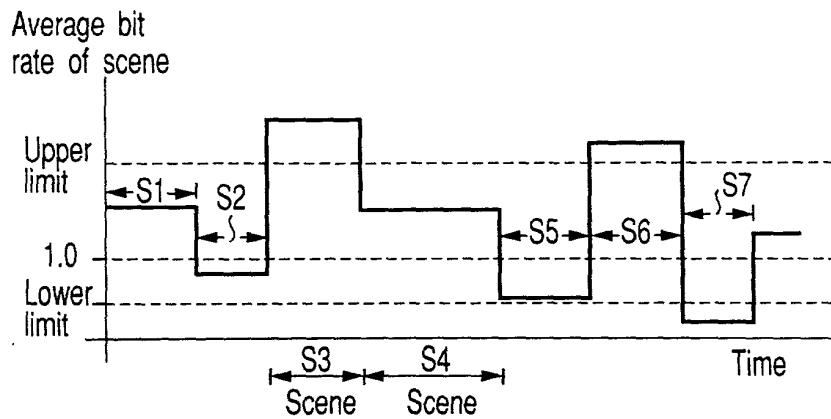


FIG. 8A

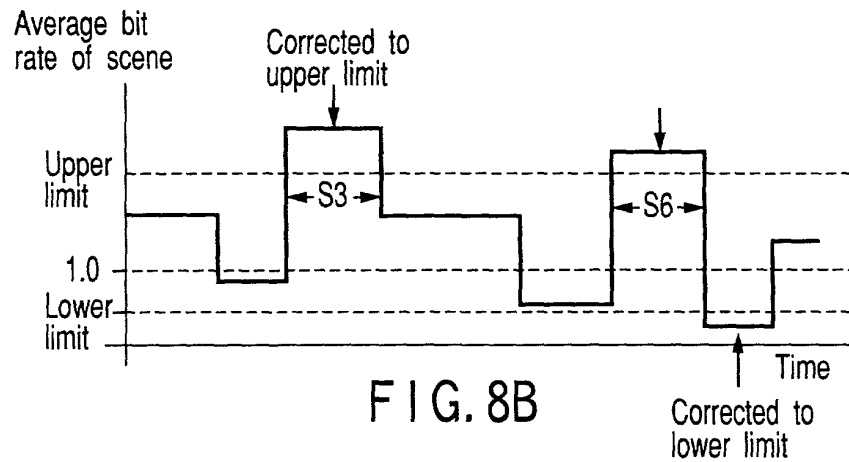


FIG. 8B

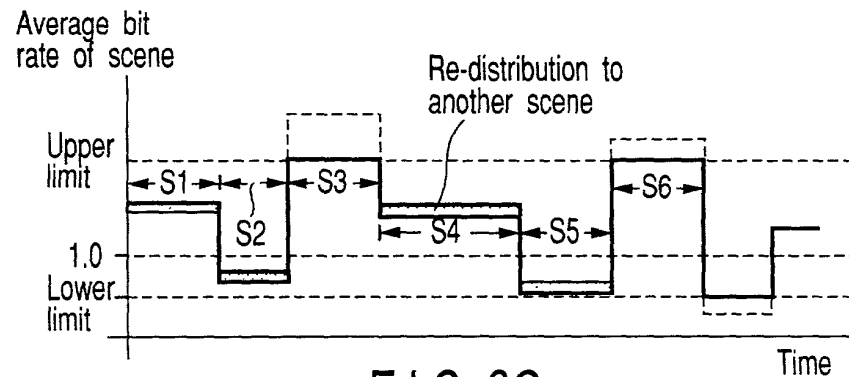


FIG. 8C

Mode	Motion vector	Texture
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FIG. 12

05925567.081001

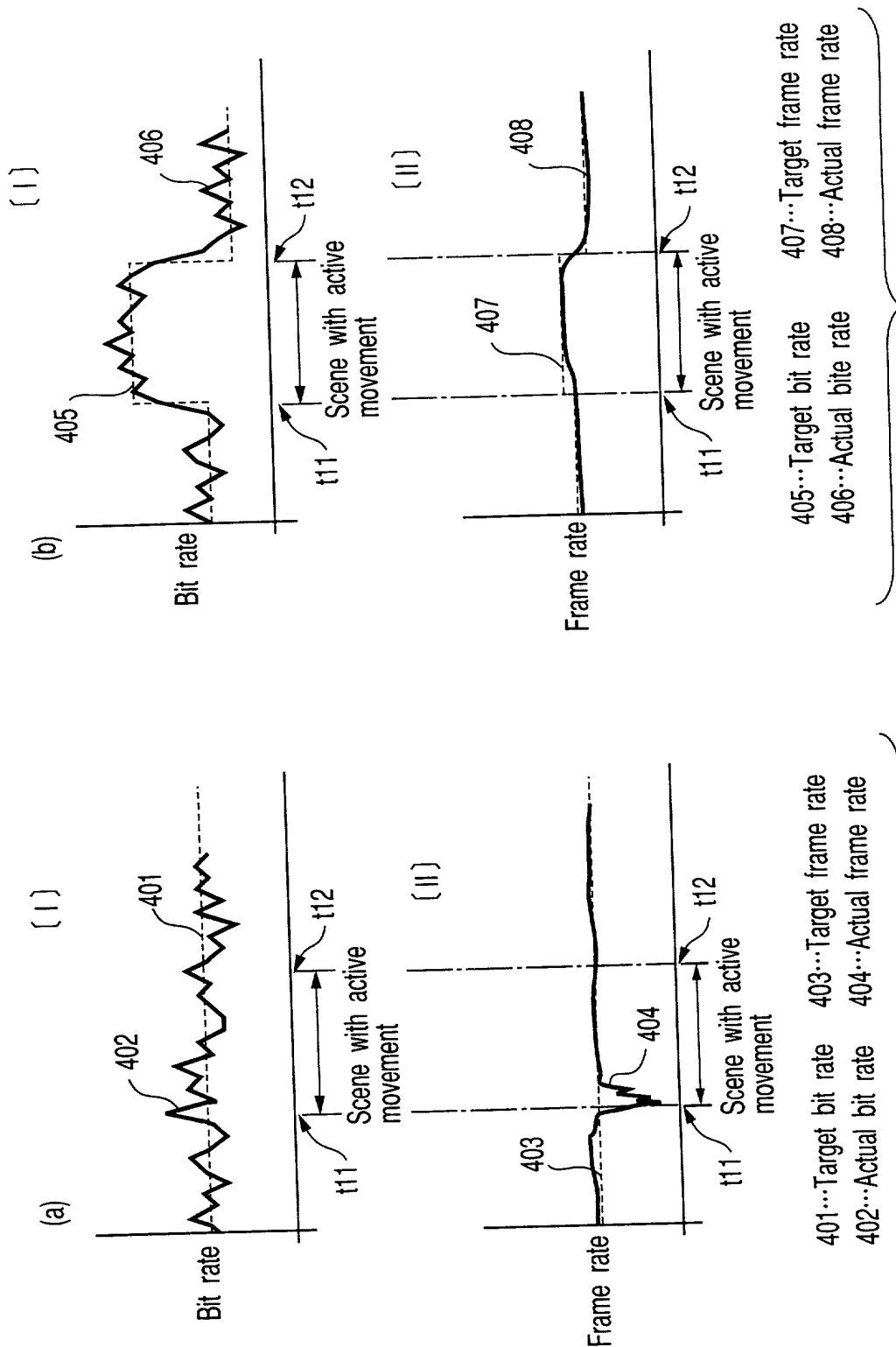


FIG. 11B

FIG. 11A